

ABSTRACT

A game and an apparatus for playing the game are disclosed. The apparatus includes a plurality of bodies stacked vertically one above another. Each body is rotatable about a common axis of rotation, vertically oriented. Each body has a plurality of faces, each face has a slot forming a display window. The slots receive tokens. There are two types of tokens. Turning the bodies relative to one another aligns the slots and effects a transfer of tokens from a higher to a lower body. The game is played by two players in a sequence of alternating turns. The object of the game is to get a predetermined number of one type of token adjacent to one another, either on the same body, on adjacent bodies or in a helical pattern around the axis of rotation. Each player in their turn may either insert a token into a slot or spin a body about the axis of rotation to transfer a token.